

HEADGURT PRESENTS AN ENLIGHTENED INTERACTIVE PRODUCTION
Doni Baynes

SPACE ACE



INTERACTIVE
ENTERTAINMENT

GAME
MANUAL

JAGUAR™ CD

SPACE ACE[®]

JAGUAR CD

OBJECT OF THE GAME

The evil Commander Bork is attacking Earth. With the help of his deadly weapon, the Infanto Ray, Bork will reduce all of humankind to infants and take over the planet!

Only two people have the courage and strength to stop Bork and save Earth: the beautiful Kimberly and the hero Ace. But as they approach Bork's stronghold, Ace is hit by the Infanto Ray, changing him into a weeping, and Kimberly is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter ego, Odoor, to rescue Kimberly and defeat Bork. But watch out! Many dangers and deadly boss await as you travel throughout the galaxy chasing Bork from space station to planet and back again. Survive Bork's minions, rescue Kimberly and finally confront Bork himself in deadly hand-to-hand combat before Earth is enslaved forever!



*This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-2772.

PLAYING SPACE ACE

You do not control all of Ace's actions: rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when.

You must use your wit and reflexes to avoid the obstacles of each scene. Each scene will require many attempts to master. In general, flashing items will indicate the direction which you are required to move, or use of Ace's laser gun when necessary.

To finish a scene successfully, you must make a move or press the "B" button when Ace is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you have trouble, watch the animation carefully and move Ace in the safest direction, or if no direction is safe, press the "B" button to use Ace's laser gun.

If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a move. You must wait for the animation to finish, and if you made the correct move(s) you will continue onto the next scene. The game will end if you lose all of your lives or when you defeat Boof in the final confrontation.

In *Street Fighter* games you will have the option to "Energy" . This allows you to wind down from Dealer to Ace. Simply press the "TIME" button to complete the scene as Ace. You will continue as Dealer if you don't press the button.

CONTROLS

The "B" button will begin the game and once the game has started, the "PAUSE" button can be used to pause the scene. Press "PAUSE" again to resume play from the beginning of that scene. Ace's laser gun or "FIRE" is controlled by either the "A", "B" or "C" button on your control pad. The directions you will need are: UP (top button), DOWN (bottom button), LEFT (left side button) and RIGHT (right side button) on your directional pad.

STARTING THE GAME

After the CD has been inserted, the "Space Ace" demo mode will automatically begin. If you press "1" on the controller while the demo is playing, you will be able to preview the "BrainDead 13" demo. Similarly press "2" to preview "Dragon's Lair II: Time Warp". To start playing the game, simply press the "B" button on the controller. You will know the game has started when you see Kimberly and Ace standing on a cliff. The rock crumbles beneath Kimberly's feet and she begins to plummet until suddenly she is whisked away by a tractor beam into the spaceship of the evil Commander Bork.

PLAYING SCENE ONE

Barf will appear. He will jump and crouch lying on an anti-gravity board. He will fire his laser gun at the rocks around young Ace. Just before the first laser shot, move RIGHT and Dexter will jump behind the large rock on the right side of the screen. Barf will fire again hitting the top of the rock. Dexter will jump from behind the rock to the center of the screen. Barf will follow and continue firing. Before Barf can shoot, Dexter must jump RIGHT behind the rock again.



SPACE ACE®

HINTS

Note: Your movements may vary depending on whether you are playing as Dexter or as Ace.

KIM IS KIDNAPPED

Dexter must head towards the ship while avoiding the flying droids. When you get to the det. busters, wait until the droids start come up before jumping over the holes.

An energized Ace must blast the flying droids while jumping from the mumbung cliff.

THE BLACK SPHERES

Deuter must navigate the hall lights, up the corridors. When a green sphere appears, dust it.

DODGING THE BEAMS

Deuter must avoid all light beams within the corridor.

Enraged Ace must instantly switch, light beams, but watch for the guards as well.

THE PLATFORMS

Deuter must avoid the red light and run through the diamond shaped door. He must merge or jump into the tunnel. Avoid the laser beams by jumping onto the moving platforms.

An enraged Ace must shoot the first turret and then jump to the moving platform. Avoid the next blast and destroy all the remaining turrets as you leap from the deteriorating platforms.

THE DOGS AND ROBOTS

Dexter must avoid the alien dogs and keep black by dodging them while running towards the ship.

Acc must blast the enemies while avoiding the lasers. (Don't be afraid to run when necessary!)

THE JUNK PLANET

A Rungo Dexter must avoid the trash compactors by leaping onto the different trash floaps. Once a dead end nears, blast your way out!

Acc must contend with villainous megalomani while staying one step ahead of the computer.

THE DOG FIGHT

Dexter and navigate the tunnels to avoid being shot. Blast enemy ships when they're in your crosshairs.

THE CHECKERED TUNNEL

Dexter must duck into the side passages to avoid being shot. If there is no escape in sight, stoof!

As Ace, you must decide whether to blast your enemies or to run. If firing doesn't work, try a well timed escape into one of the side passages.

THE YELLOW PLANET

For Dexter, running away from the vicious creatures is usually the best way to safety, but if there's no way to run, then shoot!

In your search for a way out, Ace must blast the yellow monster if it steps in your path.



THE DARK SIDE

Dexter and Ace must angle with their alien egos. That is one battle you're not going to win by force! Just avoid being devoured and dodge the blast!

THE MOTORCYCLE CHASE

Fix (Caster) and Ace you must get timberly back to safety. Avoid the big bugs (and) blast anything else that happens to get in your way!

THE ROLLER SKATES

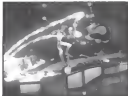
As both Caster and Ace there is only one way to safety: Watch the turns and be careful of holes!

THE GIANT EELS

Ace must grab onto the water jets and then beware! Blast the big boys and search for the way out. If you run out of air fear not, for help is nearby!

THE FINAL CONFRONTATION

Dexter must blow the big one, with the hot-headed Kimberly. Ace must defeat the evil Cybermen before he loses his mind control as he protects Kimberly from further harm. Live it, Kimberly is back. Ace and Boef must battle it out in this, the final week season. Remember to avoid the dreaded Inferno Rays.



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